

CharGen

	Stat points	Campaign points
Competent	30	20
Elite	40	30
Heroic	50	40
Legenday	60	50
Superheroic	70	60
Cosmic	80	70

Challenges and Skill Checks

Roll:
With SKILL
3d6 + Skill STAT as Modifier (not a die) + Attribute

Note - you can use 1d110 instead of 3d6, but stick to that option for the whole campaign

Without SKILL

2d6 drop the High die + Attribute

If using 1d10 instead of d6s, roll 1d10 + Attribute + any luck you want to spend. But you do not add Skills, since you don't have them for the task.

Damage

Damage Overview

Weapons do Dice of Damage per their rating. So a weapon with DC 5 does 5d6.

* Most weapons do HITS/kills of Damage, plus 1 point of STUN per point of HIT

* Unarmed Combat does STUNS

** If you take 1/2 your total STUN in one hit, you are STUNNED and lose your next round along with being -5 to all stats that round.

* Fists do your STR as d6 of STUN (ex. STR 3 = 3d6)

* Kicks do STR+1 d6 of STUN, but are -1 to ACCURACY

Armor soaks DAMAGE

Target Difficulties

Difficulty	Rating
Challenged	10

Stat Ratings

0 challenged by everyday things
1-2 everyday level
3-4 competent
5-6 exceptional
7-8 heroic
9-10 legendary
more than 10 superheroic

Target Difficulties

Difficulty	Rating
Challenged	10
Everyday	14
Competent	18
Heroic	22
Incredible	26
Legendary	30
Superheroic	34

Critical Rolls

Roll Nat 18 on 3d6	Roll 2d6 to add to the roll
Roll Nat 3 on 3d6	Roll 2d6 and subtract from total

Actions

One action per round

Actions include:

- * move
- * Block (make a second Defense roll vs incoming attack0)
- * Dodge +3 to your DEFENSE roll
- * Stand up
- * Throw
- * Attack
- * Grab (opposed MELEE roll, attacker is at -2)

* You can use 1/2 your movement and still have another action in one round

Knockback

On a hit:
(Incoming DC of Attack) - (BODY STAT + 1d6) = # of units knocked back

In Competent PC setting, they would be knocked back 1/2 of a meter for each "unit"

Free Starting Skills (all at Level 2)

Athletics
Concentration
Education
Local Knowledge
Perception
Persuasion
Social
Teacher

Ranged & Melee Combat

Initiative goes in REF order

Attacker Rolls:

3d6+ REF+WA (Weapon Accuracy)+ Relevant Combat Skill

vs

Defender Rolls

3d6+DEX+ Athletics Skill

* Skills are Modifier values, not extra dice

As with skill checks, you can use 1d10 instead of 3d6 if you prefer, but everyone must agree to it and stick to it

Statuses

Condition	Status Effect
if STUN < 0	KNOCKED OUT
if HITS in one round > RESIST	KNOCKED OUT
Current HITS <= 1/2 Max HITS	-1 to all
Current HITS <= 1/4 Max HITS	-2 to all

Dying

0 HITS = dying

Begin taking 1 hit automatically per phase while at 0 or less HITS.

When total loss is = 2 * BODY stat, you are DEAD

Healing

Healing Rates

STUN point recovery

- Restore 1 point/point of recovery stat per phase you rest

Ex. Incoming DC is a 17, body stat is a 7.
d6 roll is a 4. Total units knocked back is

$17 - (7+4) = 6$ then divide 6 by 2, so
knocked back 3 meters

HIT point recovery

- Restore 1 point/point of recovery per 24
hours rested

STABILIZE

- Physician skill can roll to stop the death
spiral.

- Difficulty target is $2 * \text{Current HITS below 0}$
(ex. you are at -4, so the target is 8)



By **tangobreaker**

cheatography.com/tangobreaker/

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Page 1 of 2.

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